
Subject: Re: tooltip of draw widget acts like a eraser?!
Posted by [David Fanning](#) on Sun, 11 Jul 2004 19:46:17 GMT
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biophysics writes:

> I have a widget program which runs fine with idlde. But if I run the
> program in a plain idl session, say from idlwave, My tooltip of draw
> widget eats contents of draw widget wherever it goes. Any idea of
> what's going on?

The problem is that whoever you've given responsibility for window damage repair is shirking their duty. (If your household is like mine, the names of your teenage children might spring immediately to mind, but that can't be right! They are only responsible for keeping the windows *clean* and even that is almost too much for them.) In any case, you have to track the problem down.

The technical name for window damage repair is "backing store". Someone (or some thing, depending upon your own personal view of computers) is responsible for maintaining the backing store. Responsibility is generally assigned with the RETAIN keyword to a WINDOW or DRAW_WIDGET command. Most often the window manager is assigned this task, but window managers don't *have* to do it and sometimes they won't just out of peevishness. (They can almost all be coaxed to, but you have to remember secret codes and magical incantations and sometimes is all just a bit too much, if you know what I mean.) If you want IDL to do it, set the RETAIN keyword to 2.

Sometimes a draw widget will want to handle this task itself. (Object graphics draw widgets are often written this way.) If that's the case, you will have to figure out how the program re-draws itself when it needs to (typically some kind of EXPOSE event) and apply this to the window when you exit your tooltip.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
